



# **PGR112 – Step 13: Intro to JDBC**

**Object Oriented Programming**

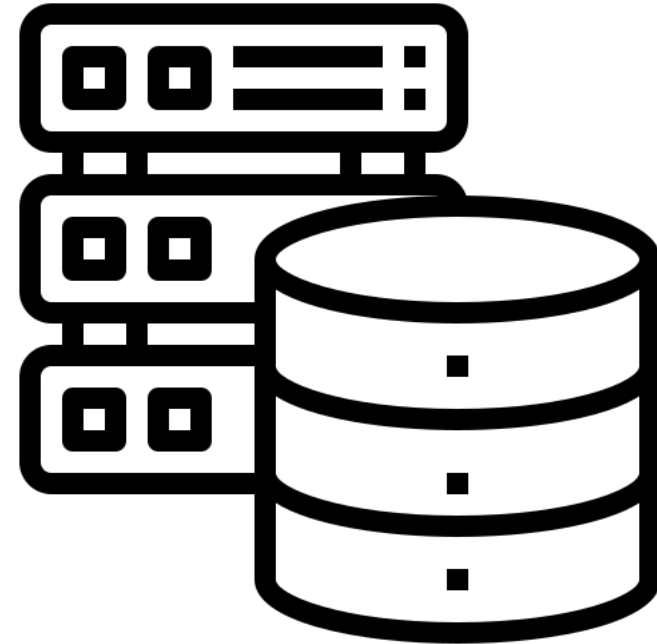
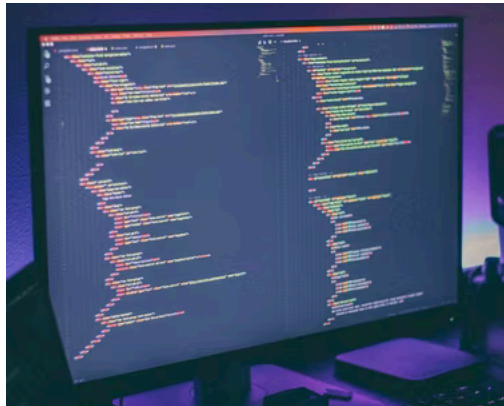
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# Agenda

- What is JDBC?
- Why use it?
- How do we use it?

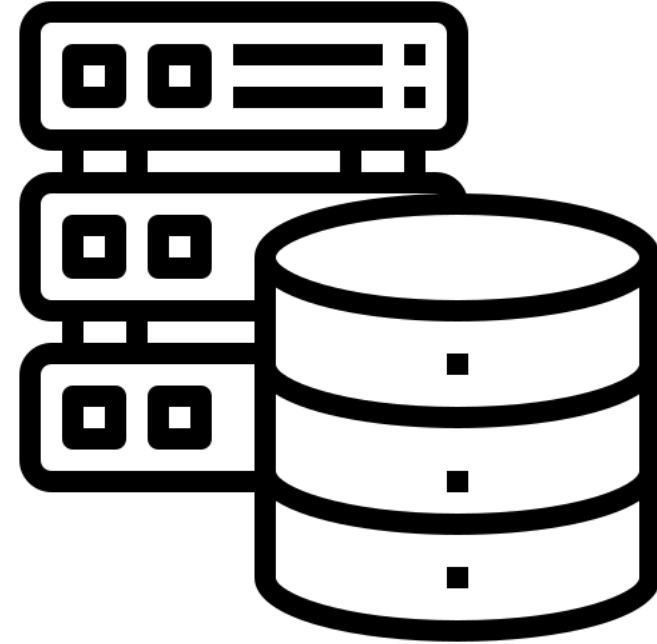
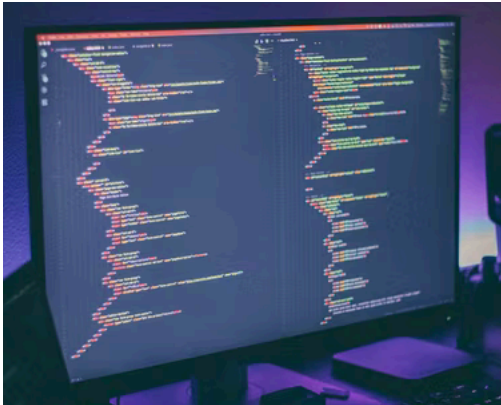
# Using more than text files

- You already know a thing or two about databases
- We could access the database directly, right?



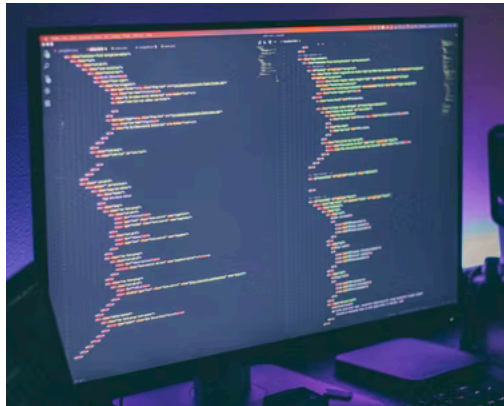
# Database connections

- What if the DB provider changes technology?
- Or we want to change DB providers?

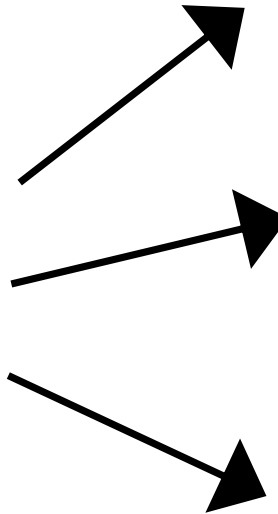


# Database connections

- Instead



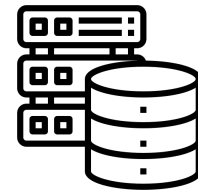
**JDBC**



MySQL



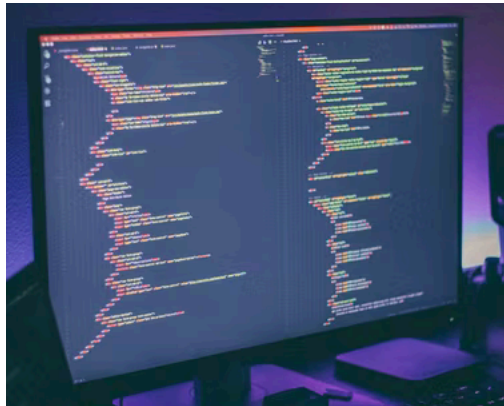
Postgres



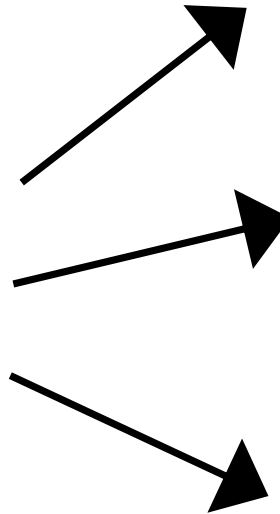
H2

# Database connections

- Any changes are handled in the Drivers
- Our code can remain the same.



**JDBC**



MySQL



Postgres



H2

# First

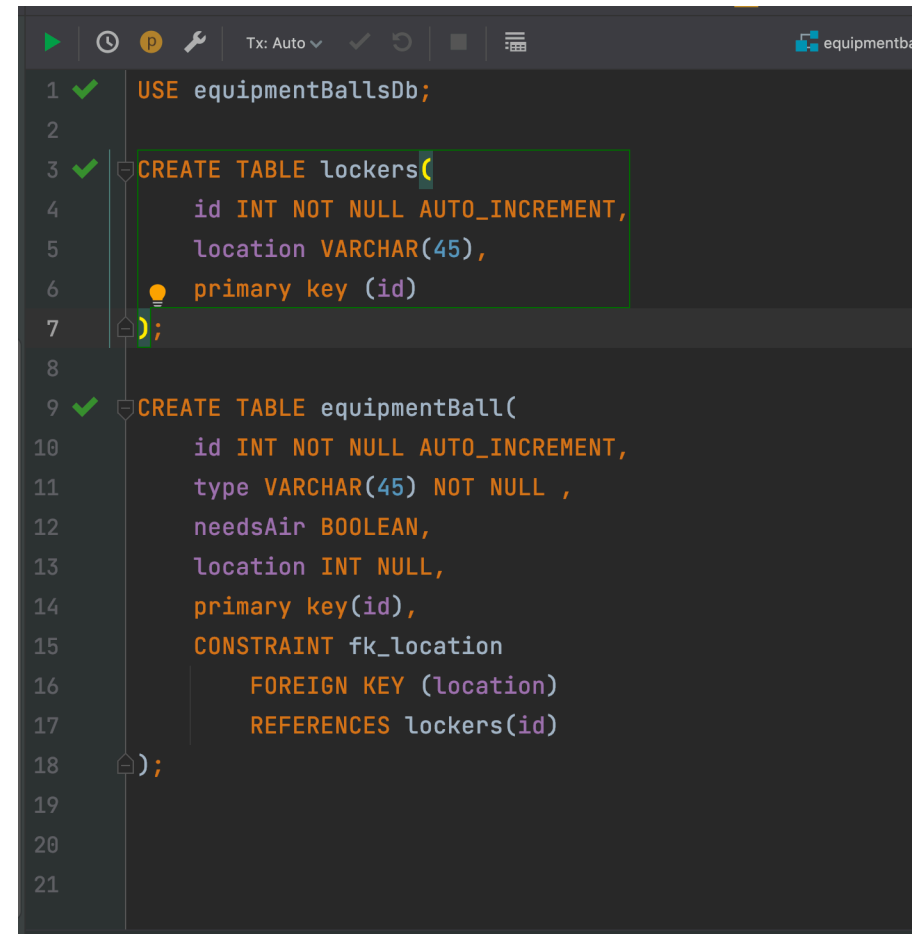
- Make sure you have MySQL installed (you can use any DB you like, this example uses that)
- Ensure you have the right permissions, access, users, etc.
- Create the DB you intend to use
  - Quick reminder:
  - CREATE DATABASE equipmentBallsDb
  - SHOW DATABASES

```
[mysql> CREATE DATABASE equipmentBallsDb
[    -> ;
Query OK, 1 row affected (0.09 sec)

[mysql> show databases;
+-----+
| Database |
+-----+
| equipmentBallsDb |
| information_schema |
| myShapesDb |
| mysql |
| performance_schema |
| sys |
+-----+
6 rows in set (0.00 sec)
```

# Some things can be stored as scripts

- In resources/lesson13/sql – you can find some sql scripts (e.g. for setting up and dropping tables).
- This is fine, but...
- We want to programmatically add objects
  - E.g. objects that result from other computations



```
1 ✓ USE equipmentballsDb;
2
3 ✓ CREATE TABLE lockers(
4     id INT NOT NULL AUTO_INCREMENT,
5     location VARCHAR(45),
6     primary key (id)
7 );
8
9 ✓ CREATE TABLE equipmentBall(
10     id INT NOT NULL AUTO_INCREMENT,
11     type VARCHAR(45) NOT NULL ,
12     needsAir BOOLEAN,
13     location INT NULL,
14     primary key(id),
15     CONSTRAINT fk_location
16         FOREIGN KEY (location)
17         REFERENCES lockers(id)
18 );
19
20
21
```



# Basics of interaction with a database

- Adding a JDBC connect
- Add the MySQL j-Connector jar. (File -> Project Structure ->Libraries->From Maven)

# Basics of interaction with a database

- `java.sql.Connection` – handling a connection to a database
- `java.sql.DriverManager` – the means of getting a `Connection` object (in java, everything is an object, remember).
- We use the `Connection` object to create a `Statement`:

```
try (Connection con = DriverManager
    .getConnection(url: "jdbc:mysql://localhost:3306/equipmentBallsDb?useSSL=false",
        user: "root",
```

```
Statement stmt = con.createStatement();
```

# Creating a query programmatically

- You know about queries:
  - INSERT INTO persons (name, address) VALUES ('John', 1);
- But...
  - What if we want to insert a particular object?

```
int needsAir = (ball.needsAir()) ? 1 : 0;

String insertSql = "INSERT INTO equipmentBall(type, needsAir, location)"
    + " VALUES('" +
    ball.getType() + "', '" +
    needsAir + "', '" +
    ball.getLocation().getId() +
    "')";

stmt.executeUpdate(insertSql);
```

# Creating a query programmatically

- You know about queries:
  - SELECT \* FROM ...;

```
String selectSql = "SELECT * FROM lockers";

ResultSet resultSet = stmt.executeQuery(selectSql);
while (resultSet.next()){
    System.out.println(resultSet.getString(columnLabel: "location"));
    Locker lock = new Locker();
    lock.setId(resultSet.getInt(columnLabel: "id"));
    lock.setLocation(resultSet.getString(columnLabel: "location"));
    results.add(lock);
}
```

# Creating a query programmatically

- You know about queries:
  - SELECT \* FROM ...;

```
String selectLocker = "SELECT * FROM lockers " +  
    "WHERE id='" +  
    id +  
    "'" ;  
  
ResultSet resultSet = stmt.executeQuery(selectLocker);  
while(resultSet.next()){  
    Locker l1 = new Locker();  
    l1.setId(resultSet.getInt(columnLabel: "id"));  
    l1.setLocation(resultSet.getString(columnLabel: "location"));  
    return l1;  
}
```

# Conclusion

- JDBC is an API that allows a program to connect to a DB
- JDBC allows the program itself to be agnostic of the underlying technology used, so long as the drivers are okay.
- You now know:
  - How to create a DB Connection, and use it to interact with a DB
  - How to create a query to insert objects created during program execution
  - How to retrieve all or some objects during program execution.

## More material (tutorials and such)

- <https://www.javatpoint.com/java-jdbc>
- <https://docs.oracle.com/javase/tutorial/jdbc/basics/gettingstarted.html>
- <https://www.baeldung.com/java-jdbc>
- [https://alvinalexander.com/java/edu/JDBC-SQLProcessor/Simple\\_JDBC\\_Example.shtml](https://alvinalexander.com/java/edu/JDBC-SQLProcessor/Simple_JDBC_Example.shtml)
- <https://www.tutorialspoint.com/jdbc/jdbc-sample-code.htm>